HIGH SPEED

Instruction Manual

NES-8H-USA

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This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

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Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Tradewest nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for purchasing Tradewest's HIGH SPEED for your Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

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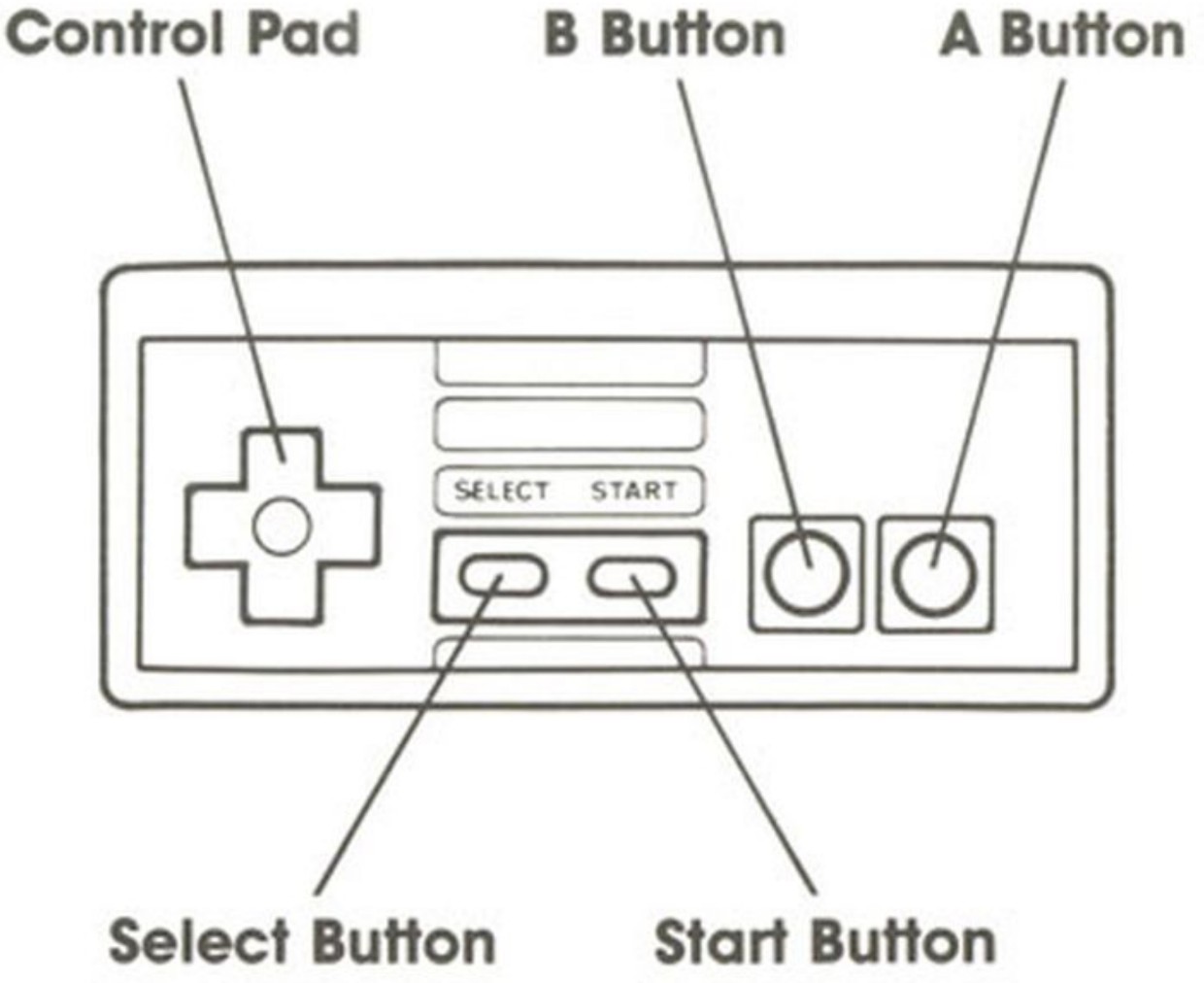
The HIGH SPEED Experience

One of the hottest pinball machines ever has now been converted to video! All of the action and excitement of the original HIGH SPEED is here — Freeway Frenzy, Ramp Race and Running the Red — plus some excellent new features, including Lightning Bombs, attacking enemies and more!

It's a real-life adventure! The bottom half of the screen flashes and a siren shrieks when you run that red light! Police car-radio messages and original chase music both add to the thrills and realism of the HIGH SPEED chase!

So, go for the burn! Grab the jackpot and get away fast — at HIGH SPEED!

Control Operation



A BUTTON — Operate Plunger/Right Flipper.

CONTROL PAD — Left Flipper.

B BUTTON — Shake playfield to the left.

SELECT BUTTON — Shake playfield to the right.

START BUTTON — Pause/Option selection.

CONTROL PAD + **A BUTTON** + **B BUTTON** — Lightning Bombs (when available).

How to Play

Begin the game by pressing the START button, then selecting the desired number of players and pressing START again.

Use the A button to pull back the plunger and shoot the ball into play. The longer you hold the A button, the farther the plunger is pulled.

Try to keep the ball in play as long as possible by hitting it with the flippers.

The screen will scroll to always show the ball. Because the High Speed playfield is so long, the screen will split so that it shows your flippers at all times too. You will find this very helpful when the ball comes down the playfield quickly, as you won't have to guess where your flippers are.

You get a total of 3 balls — plus any extra balls you win — after which your game is over.

Running the Red

Completing the stoplight target sequence by making all 3 greens, then 3 yellows and finally 3 reds, turns the traffic light red. Running the Red by speeding up the ramp twice starts Multi-Ball™, the police chase and the getaway!

Heading for the Hide-out

After Running the Red, if you can't make your escape by sending the ball up around the ramp, then you get a second chance when the Hide-out flashes. If you can send your ball in there, you'll get the Multi-Ball™ play.

Freeway Frenzy

A fast escape onto Santa Monica or Bay Shore freeways (when they are lit) progressively lights the flipper return lane, then the spinners for up to 100,000 points each, followed by the hold bonus feature and, finally, an extra ball!

Ramp Race

Hitting the 1 through 6 targets (when lit) advances the ramp value from 50,000 to 250,000 and lights the kickback to keep the ball in play!

Bonus Levels and Special Features

There are two types of bonus levels: PACHINKO and RACE. When 3 Helicopter or 3 Safe icons have been hit by the ball and stored at the bottom of the screen, you are automatically entered for a RACE or PACHINKO bonus level, respectively.

After 2 successful PACHINKO bonus levels, or 3 first or second place finishes in the RACE bonus level, you view a fireworks display. This indicates that you can collect the following special features from the "Hole":

KICKBACK	DRIVE AGAIN
RETURN BALL	LIGHTNING BOMBS
SAUCER	ROCKET

Enemies

ACID PATCH — Dissolves your ball. Destroyed by shooting a ball quickly across it, by shaking the playfield or by using a Lightning Bomb.

WATER PUDDLE — Slows your ball down. Destroyed by shooting a ball quickly across it or by using a Lightning Bomb.

TUMBLEWEED — Will pick up your ball and drop it between the flippers (down the drain). Destroyed by shaking the playfield, shooting a ball over it very quickly or by using a Lightning Bomb.

RUST BALLS — Dissolve your flipper mounting. Destroyed when touched by a ball, by a Lightning Bomb or by shaking the playfield while they are on your flipper.

HELI-BOMBS — Explode your flippers. Destroyed when touched by a ball or by a Lightning Bomb. Heli-bombs can also be made harmless by flipping the affected flipper so that the bomb is in the air above the flipper when it explodes (with flipper in the down position).

MANIC MECHANIC — Stuns your ball and can destroy it if he hits it too many times. He can be eliminated by shooting the ball quickly over him or by using a Lightning Bomb.

MAGNETIC HELICOPTER — Will carry one of your balls off the playfield. Destroyed by shaking the table while it has possession of your ball or by using a Lightning Bomb.

BARRIERS — These pop up and down, stopping the ball from travelling along the freeway. Destroyed by a ball when the barriers are gray, by passing a ball over them from behind, or by using a Lightning Bomb.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- —Reorient the receiving antenna
- —Relocate the NES with respect to the receiver
- —Move the NES away from the receiver
- —Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Limited Warranty

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